

**LISTING OF THE CLAIMS:**

1. (Original) A method of processing messages, comprising:  
issuing an input operation from an application to a socket; and  
configuring the socket, with the input operation, to recognize a format of a message to be received from a sender, whereby the socket is configured to receive the message without invoking the application until the message is completely received.
2. (Original) The method of claim 1, wherein the message is a client-server message.
3. (Original) The method of claim 1, wherein issuing the input operation comprises providing to the socket a record definition specifying the format of the message.
4. (Original) The method of claim 2, further comprising, issuing an output operation from the socket to the application indicating that the request has been completely received.
5. (Original) The method of claim 2, further comprising:  
placing, by the socket, the request on a queue when the request is completely received; and  
dequeuing, by the application, the request from the queue.
6. (Original) The method of claim 2, further comprising utilizing, by the socket, the record definition to determine one of (i) a length of the message and (ii) a terminating character of the message.
7. (Original) The method of claim 2, further comprising, interpreting, by the socket, a record header of the message, wherein the record header comprises length information specifying a length of the message.

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8. (Original) The method of claim 2, further comprising, determining, by the socket, whether the message contains a terminating character.
9. (Original) The method of claim 2, wherein only a single input operation from the application layer to the sockets layer is needed before processing the message by the application.
10. (Original) The method of claim 2, wherein the message is formatted as a streaming protocol.
11. (Original) A computer, comprising:  
a network facility configured for transmission of information to and from at least one other computer;  
a processor;  
a memory containing at least one application and a sockets application programming interface (API); wherein the sockets API, when executed by the processor, is configured to recognize a format of a message received from the at least one other computer, whereby the sockets API is configured to receive the message without invoking the application until the message is completely received.
12. (Original) The computer of claim 11, wherein the computer and the at least one computer comprise a client-server environment.
13. (Original) The computer of claim 11, wherein the memory further contains a record definition, which when provided to the socket by the application, configures the socket to recognize the format of the message.
14. (Original) The computer of claim 11, wherein the format is one of a length field format and a terminating character format, wherein in the length field format the message is configured with a length field indicating a length of the message and in the

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terminating character format the message is configured with at least one terminating character indicating an end of the message.

15. (Original) A data structure contained in a memory of a sockets based system, wherein the data structure, when provided to a socket, configures the socket to recognize a format of a message to be received from a sender, whereby the socket is configured to receive the message without invoking an application to service the message until the message is completely received, the data structure comprising one of:

length field information, if the message is configured with a length field specifying a length of the message; and

terminating character information, if the message is configured with at least one terminating character specifying an end of the message.

16. (Original) The data structure of claim 15, wherein the message is a client-server message.

17. (Original) The data structure of claim 15, wherein the length field information specifies at least a length of the length field and wherein the terminating character information specifies at least a location of the at least one terminating character in the message.

18. (Original) The data structure of claim 15, wherein the length field information comprises:

- a size of a message record header containing the length field;
- a size of the length field;
- a length field descriptor indication whether the length of the message specified by the length field includes the record header; and
- an offset within the record header at which the length field begins.

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19. (Original) The data structure of claim 15, wherein terminating character information comprises:
- a pointer to information denoting the end of the message; and
  - a length of the information denoting the end of the message.
20. (Original) A computer-readable medium, containing a program which, when executed, performs an operation of processing client-server messages, the operation comprising:
- in response to an input operation from an application to a socket, configuring the socket to recognize a format of a message to be received from a sender, whereby the socket is configured to receive the message without invoking the application until the message is completely received.
21. (Original) The computer-readable medium of claim 20, wherein the message is a client-server message.
22. (Original) The computer-readable medium of claim 20, wherein the input operation provides to the socket a record definition specifying the format of the message.
23. (Original) The computer-readable medium of claim 22, further comprising, issuing an output operation from the socket to the application indicating that the request has been completely received.
24. (Original) The computer-readable medium of claim 22, further comprising:
- placing, by the socket, the request on a queue when the request is completely received, wherein the request may be subsequently dequeued by the application.
25. (Original) The computer-readable medium of claim 22, utilizing, by the socket, the record definition to determine one of (i) a length of the message and (ii) a terminating character of the message.

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26. (Original) The computer-readable medium of claim 22, further comprising, interpreting, by the socket, a record header of the message, wherein the record header comprises length information specifying a length of the message.

27. (Original) The computer-readable medium of claim 22, further comprising, determining, by the socket, whether the message contains a terminating character.

28. (Original) The computer-readable medium of claim 22, wherein only a single input operation from the application layer to the sockets layer is needed before processing the message by the application.

29. (Original) The computer-readable medium of claim 22, wherein the message is formatted as a streaming protocol.

30.-118. (Canceled)